

CHAPTER I

INTRODUCTION

A. Background of the Study

Warning utterance is one of the various utterances that might be expressed to others. It is classified to directive utterance, that is where the speakers direct hearers to perform some future acts which will make the world fit the speakers' words. Warning is the act or utterance of one who warns the existence, appearance, sound, etc., of a thing that warns. It is something that serves to warn, give notice, or caution. Someone fired a warning at the intruders. (<http://dictionary.reference.com/browse/warning>).

Zuma's Revenge is one of computer's games that is now played by many people whether they are kids, teenagers, and even adults. The purpose of the game is matching the color ball. The player, as a stone frog, has to match the balls that he spits from his belly with rolling colored balls (that clack like billiard balls) on a long and winding path. Three of the same color balls are destroyed, including balls that match up after the original destruction. The frog rotates itself around an axis or moves horizontally or vertically, shooting to clear the balls before they reach the skull at the end of the path.

The warning utterances in this game are showed when the player, called the Frog, has finished a level of the game. Besides displaying the result and score of the finished level, the box will show a warning utterance from the enemy that is called in different names in each level. The purpose is to warn

the Frog before entering the next level so that the player knows the danger in the next level.

Below is the example of warning utterance taken from *Zuma's Revenge*:

The player is about to continue to play the next level of the game.

(By the enemy to the player): **Who are you, tasty Frog?**

The type of warning utterance above is interrogative sentence and from the predication, it is classified to simple sentence. This question is asked by the enemy. The player of the game is called Frog. This utterance belongs to warning utterance viewed from some factors. When it came for the first time, the enemy asks such a question above. Of course, the intention is not just to ask who he is, but it is actually to beat and warn the Frog (who is the Frog, so that he is dare to come?). The enemy also calls him 'tasty Frog', to warn that the Frog will be eaten (he will be lose).

The examples above show that there are some factors that can influence the speaker in choosing the way of conveying message. The relationship of the participants, with whom the speaker is talking to, and speech situation are several factors that influence the communication.

This phenomenon brings the writer to conduct a research dealing with such warning expression in game. She finds some acts of warning with its language varieties and purposes that are used. The reason why the writer chooses this game to analyze is because the warning utterances in this game are very unique and different from the common warning utterances that people usually use in daily life.

Based on the explanations above, the writer is interested in conducting a research dealing with warning utterances used in *Zuma's Revenge* computer's game entitled "A PRAGMATICS ANALYSIS OF WARNING UTTERANCES ON COMPUTER'S GAME (*ZUMA'S REVENGE*)".

B. Previous Study

The writer found that some researchers have conducted the research related to the present study. The first researcher is Purwanti (Sebelas Maret University, 2005) with her thesis entitled "*A Socio-Pragmatics Study on Warning in Movie SCREAM*". She analyzes the warning utterances that are used in movie *Scream* using Socio-Pragmatics approach. Her study is aimed at figuring out the types of warning in the movie *Scream*, how warnings are expressed by the characters in the movie, and the responses of the hearers towards the warning. She concludes that there are two types of warning that are used by the characters in the movie *Scream*; they are direct and indirect warning. The speakers use indirect warning because it is considered more polite than direct warning. It depends on the context. The result of this research shows that by employing the element of SPEAKING, it is found that most of conversations have informal situation. The participants are the addressors to the addressees of the same status, subordinate addressors to super ordinate addresses and super ordinate addressors to subordinate addresses. Another finding from the research is that there are three forms of

response towards the warning. They are positive response, negative response and temporization.

The second research is “*An Analysis of Warning in Film Entitled The Day After Tomorrow (Socio-Pragmatics Approach)*” by Reny Puspitasari (Sebelas Maret University, 2008). Her goal of the research is to know the politeness strategies applied by the characters in the film entitled *The Day After Tomorrow* to employ warning. It is also conducted to know the reasons of the characters to employ warning in certain strategies. She draws conclusion that there are four politeness strategies applied by the characters in film entitled *The Day After Tomorrow*; they are bald on record, positive politeness, negative politeness, and off record strategy. Meanwhile, there are two factors that encourage the characters in the film to employ warning with certain strategies; they are the context of situation in which the warning speech act happens and the relationship between participants.

The third is a research conducted by Nurul Khasanah (2009) entitled “*A Study of Directive Utterances in Children Stories: A Pragmatic Approach*”. She analyzes the directive utterances in children stories by using pragmatic approach. The purpose of her research is to classify the linguistic forms of directive utterances in children stories, to analyze the speaker’s intention, and to describe the politeness patterns. She concludes that most of the speakers in the data tend to use the imperative sentence to perform a directive utterance. Besides, most of the directive utterances in children stories are used to request

someone to do something. Most of the directives utterances in children stories belong to bald on record politeness strategy.

Based on those researchers, the writer can find differences and similarities between the previous research and this research. This research is similar with the first and second research that analyzes warning utterances. The difference is that this research analyzes warning utterances on computer's game *Zuma's Revenge* while the two previous researches analyze warning utterances on movie. Meanwhile, the present research is similar with the last research that analyzes directive utterance, but this research observes specifically on warning utterances.

C. Problem Statement

Based on the background of the study, the writer formulates the problems as follows:

1. What are the sentence types and pattern of warning utterances used in computer's game (*Zuma's Revenge*)?
2. What are the implicature of warning utterances used in computer's game (*Zuma's Revenge*)?
3. What are the politeness strategies of warning utterances used in computer's game (*Zuma's Revenge*)?

D. Objective of the Study

The objectives of the study intended by the researcher are:

1. To describe the sentence types and patterns of warning utterances used in computer's game (*Zuma's Revenge*).
2. To identify the implicature of warning utterances used in computer's game (*Zuma's Revenge*).
3. To identify the politeness strategies of warning utterances used in computer's game (*Zuma's Revenge*).

E. Limitation of the Study

In this research, the writer limits the problem on English utterances of warning used by the character in computer's game *Zuma's Revenge*. Then, the analysis will be focused on the sentence types and pattern, the implicature, and the politeness strategies of warning in the computer's game of *Zuma's Revenge*.

F. Benefits of the Study

The writer hopes that this research brings some benefits as follows:

1. Theoretical Benefits
 - a. This research will give additional academic reference in enlarging the English terms catalog.
 - b. It can be used as the reference for other studies in the case of warning utterances.

2. Practical Benefit

- a. The research will give more understanding to the readers about warning utterances.
- b. This research will give more information to the readers about the sentence types, implicature, and politeness strategies of warning utterances.
- c. This research will give information to the next writers who want to discuss similar or related study.

G. Research Paper Organization

The writer divides this research paper into five chapters:

Chapter 1 is introduction which contains background of the study, previous study, problem statement, objective of the study, limitation of the study, benefits of the study, and research paper organization.

Chapter II is underlying theory that consists of pragmatics, speech act theory, notion of warning utterances, context of pragmatics, theory of politeness strategy, sentence, and *Zuma's Revenge*.

Chapter III is research method. It presents type of the study, object of the study, data and data source, method of collecting data, and technique of analyzing data.

Chapter IV is data analysis and discussion. It presents the result of study and discussion.

Chapter V presents conclusion and suggestion.